

Fig.1

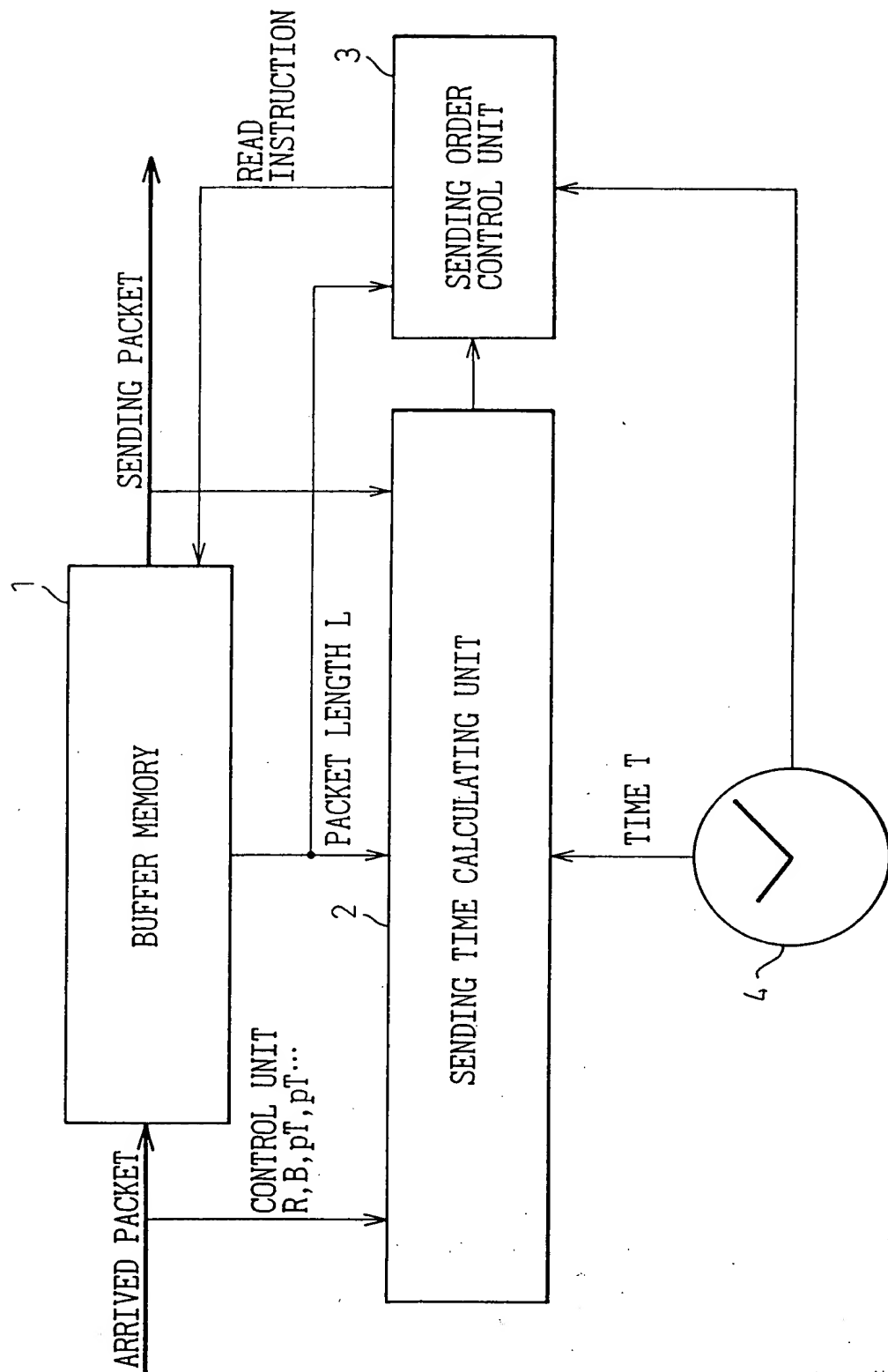


Fig.2

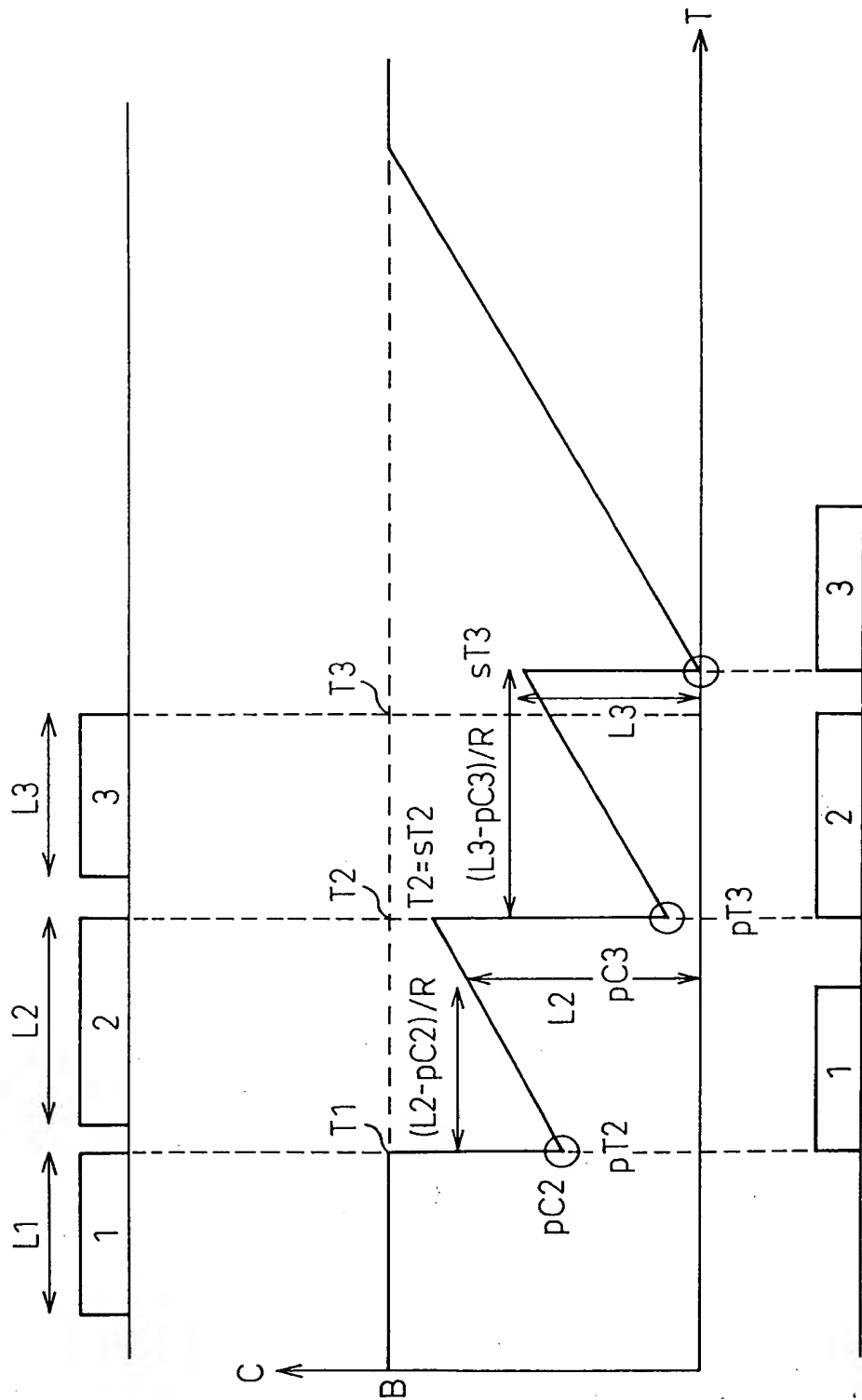


Fig.3

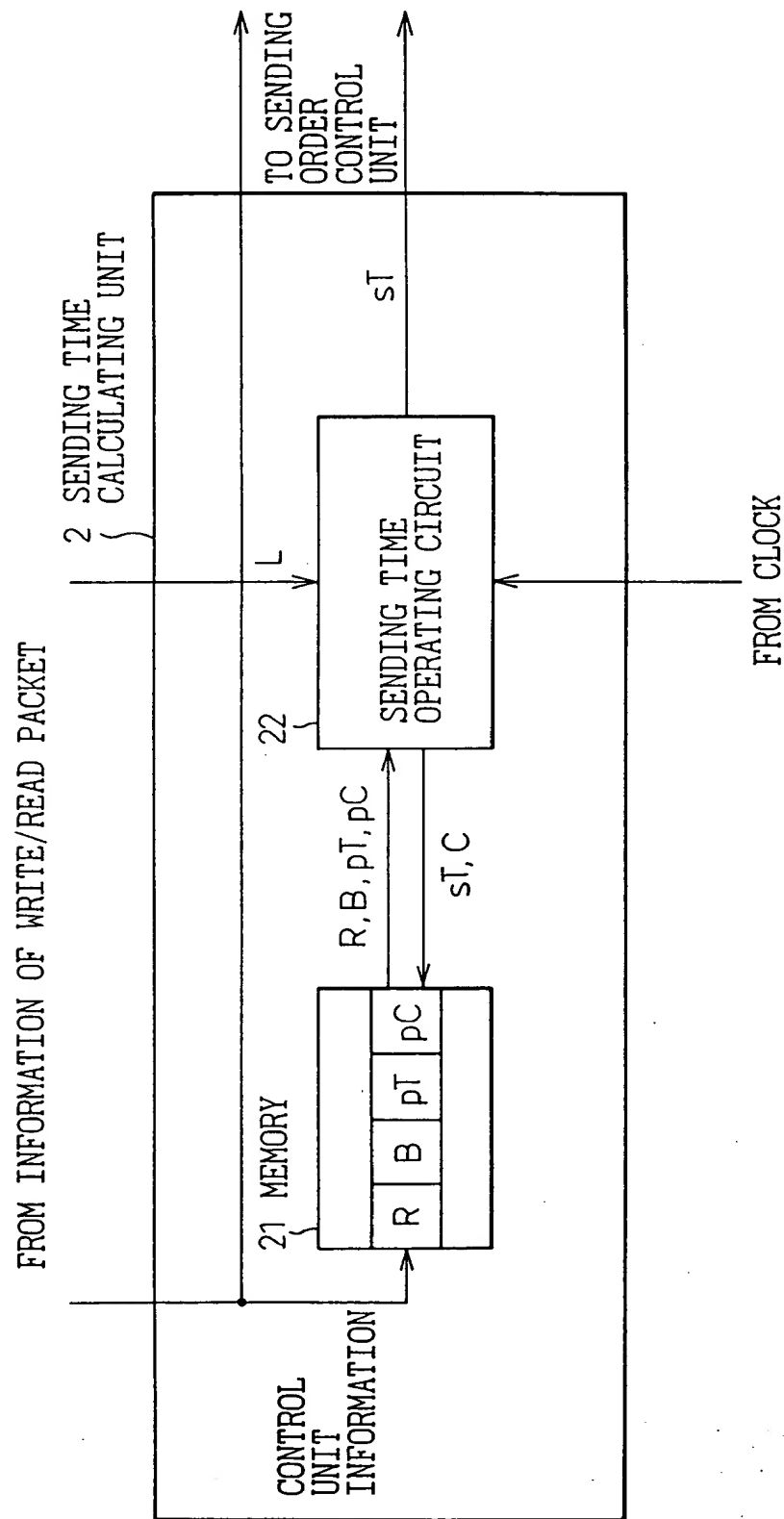
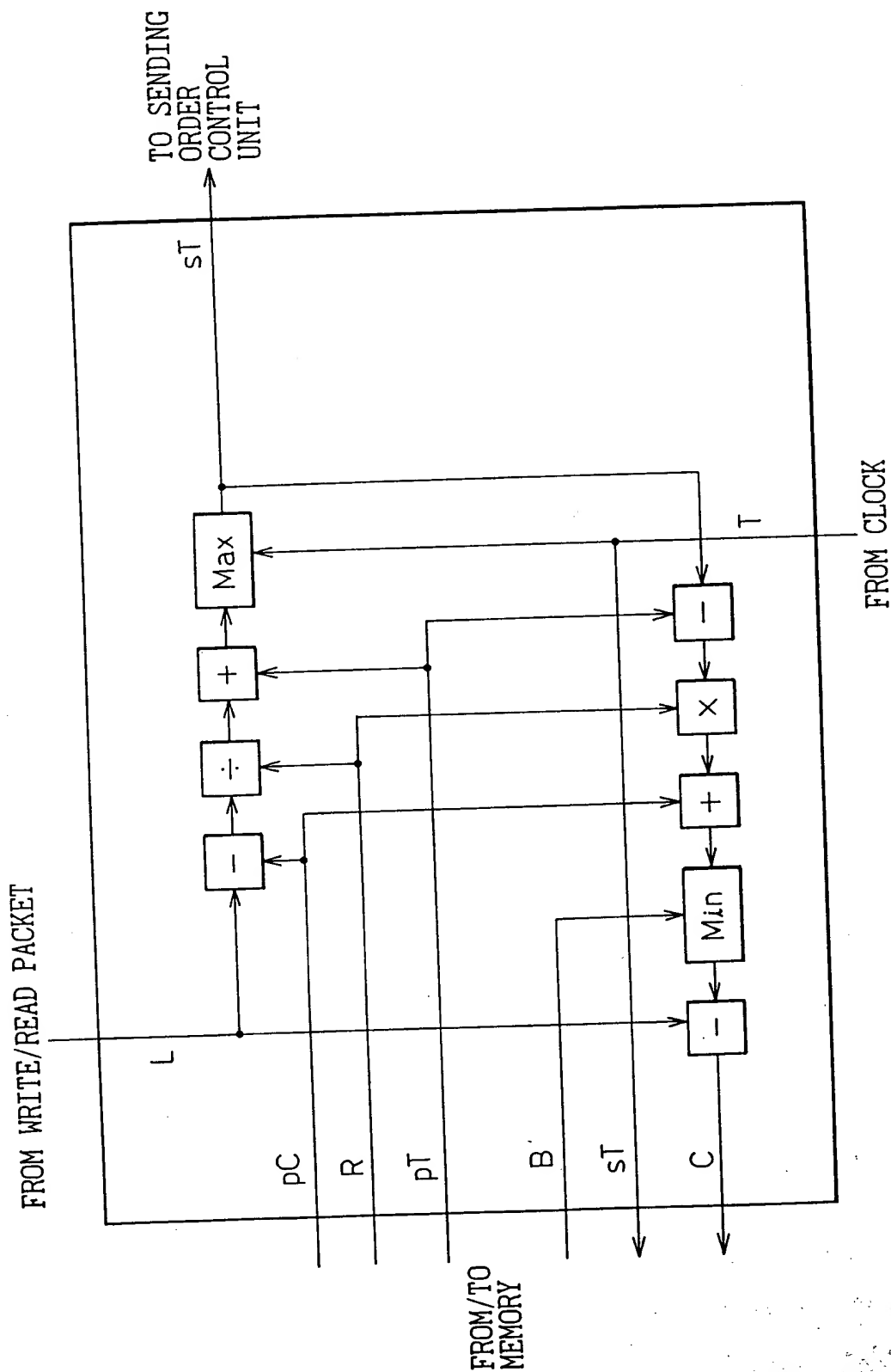


Fig.4



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Fig.5

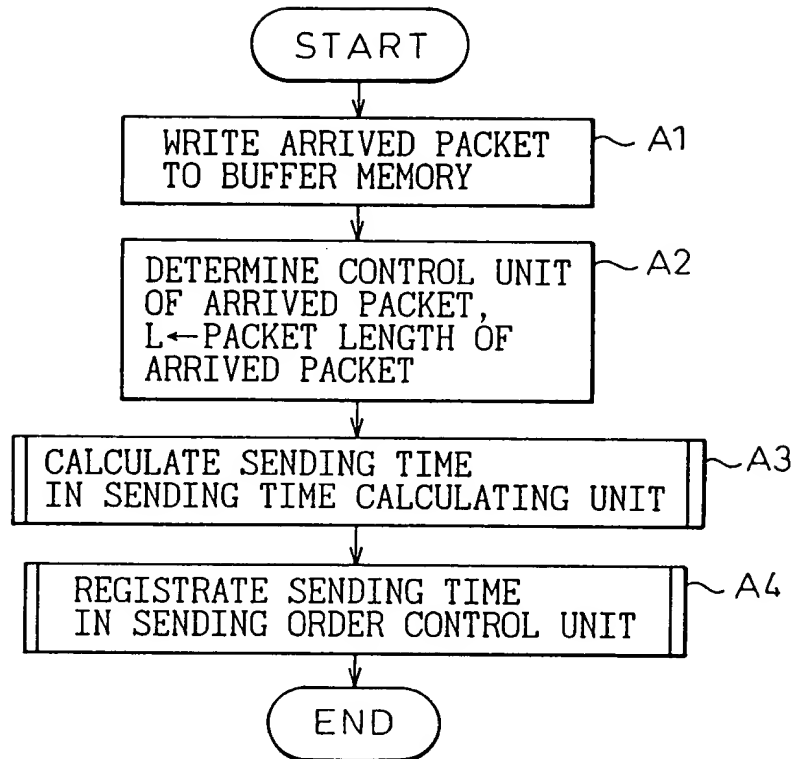


Fig.6

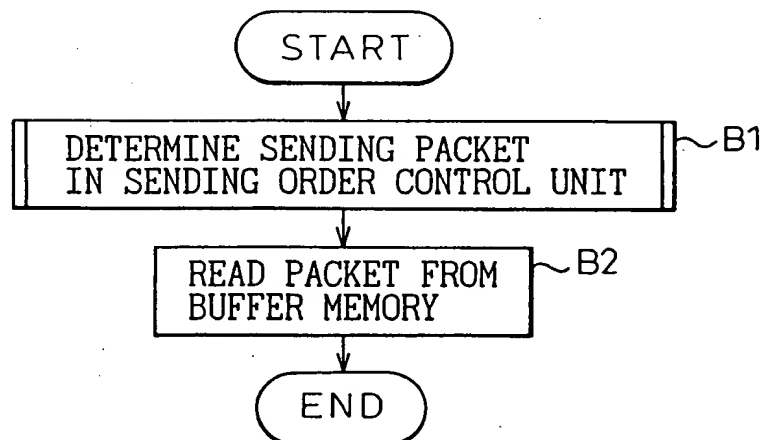


Fig.7

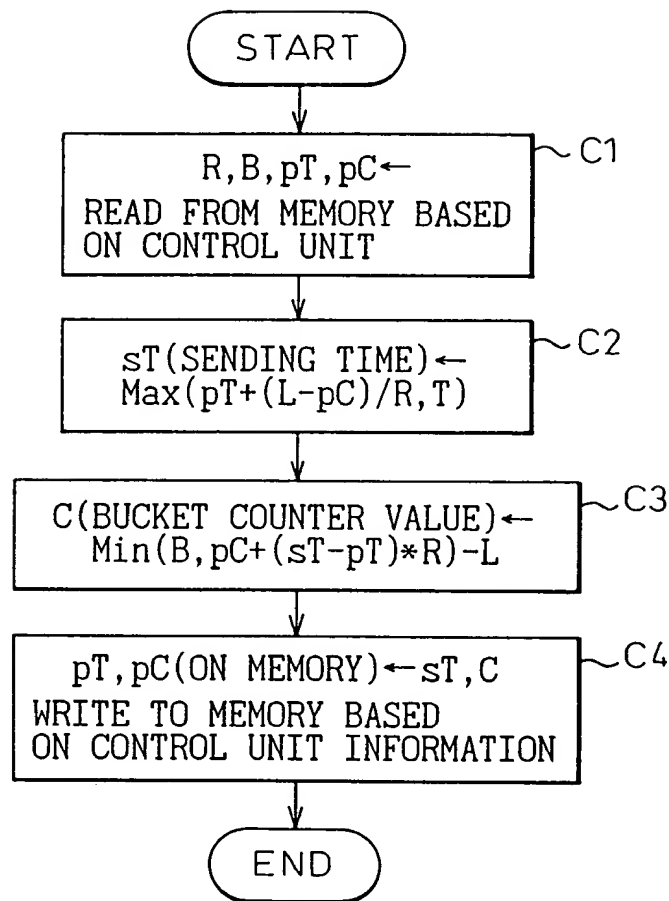


Fig.8

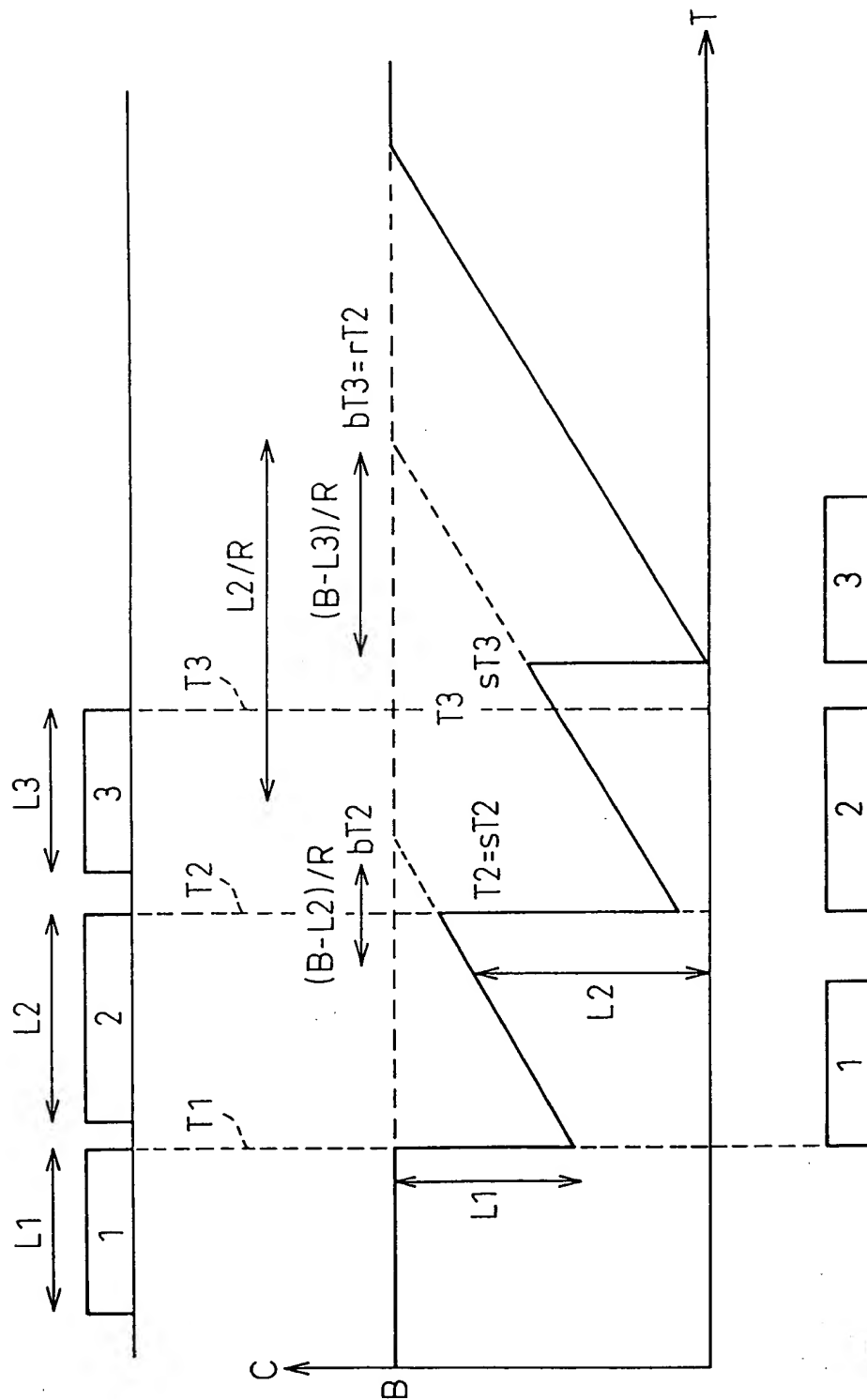


Fig.9

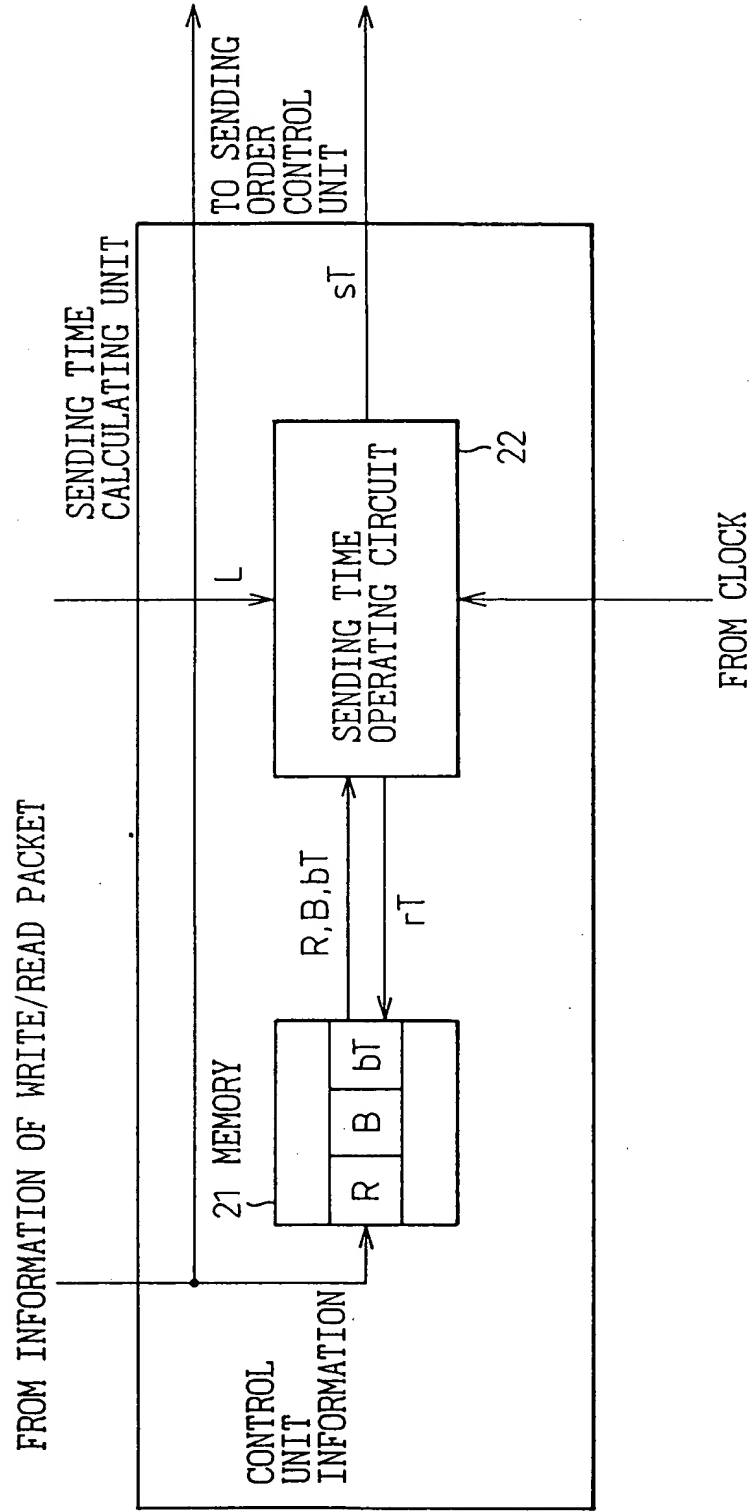




Fig.10

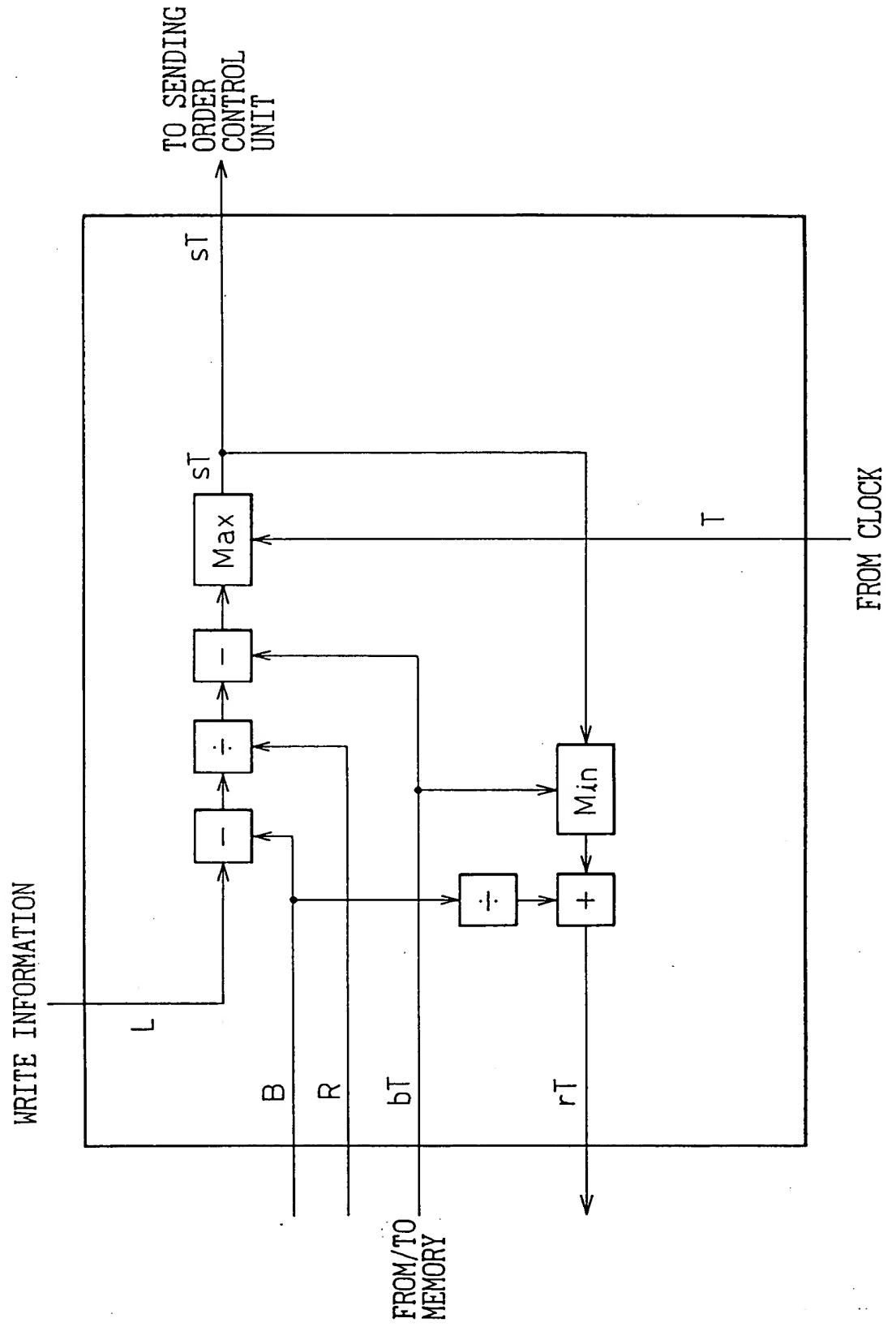
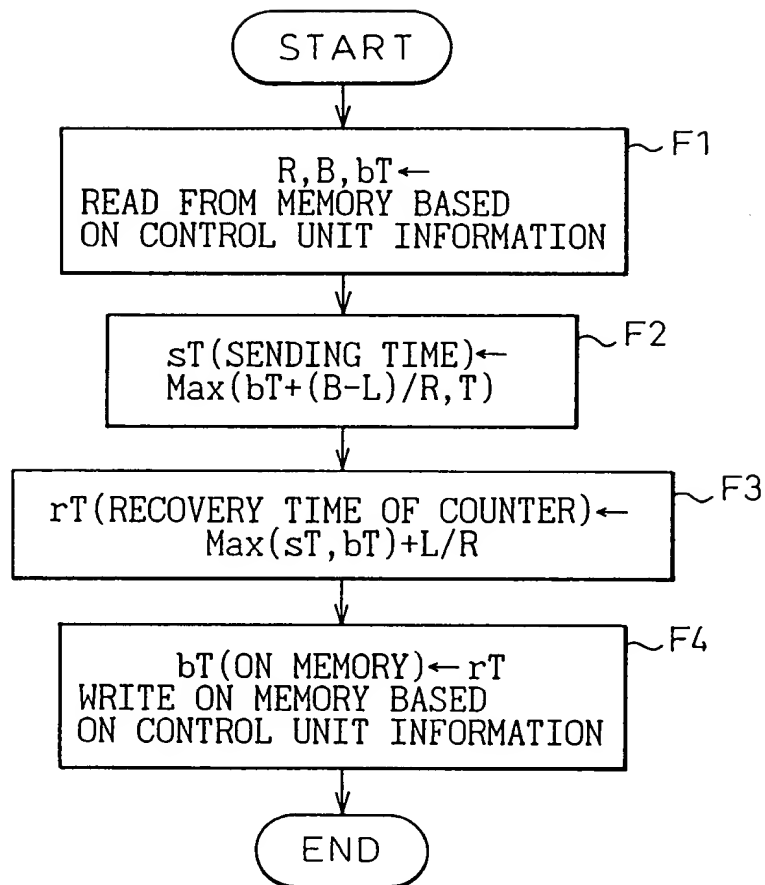


Fig.11

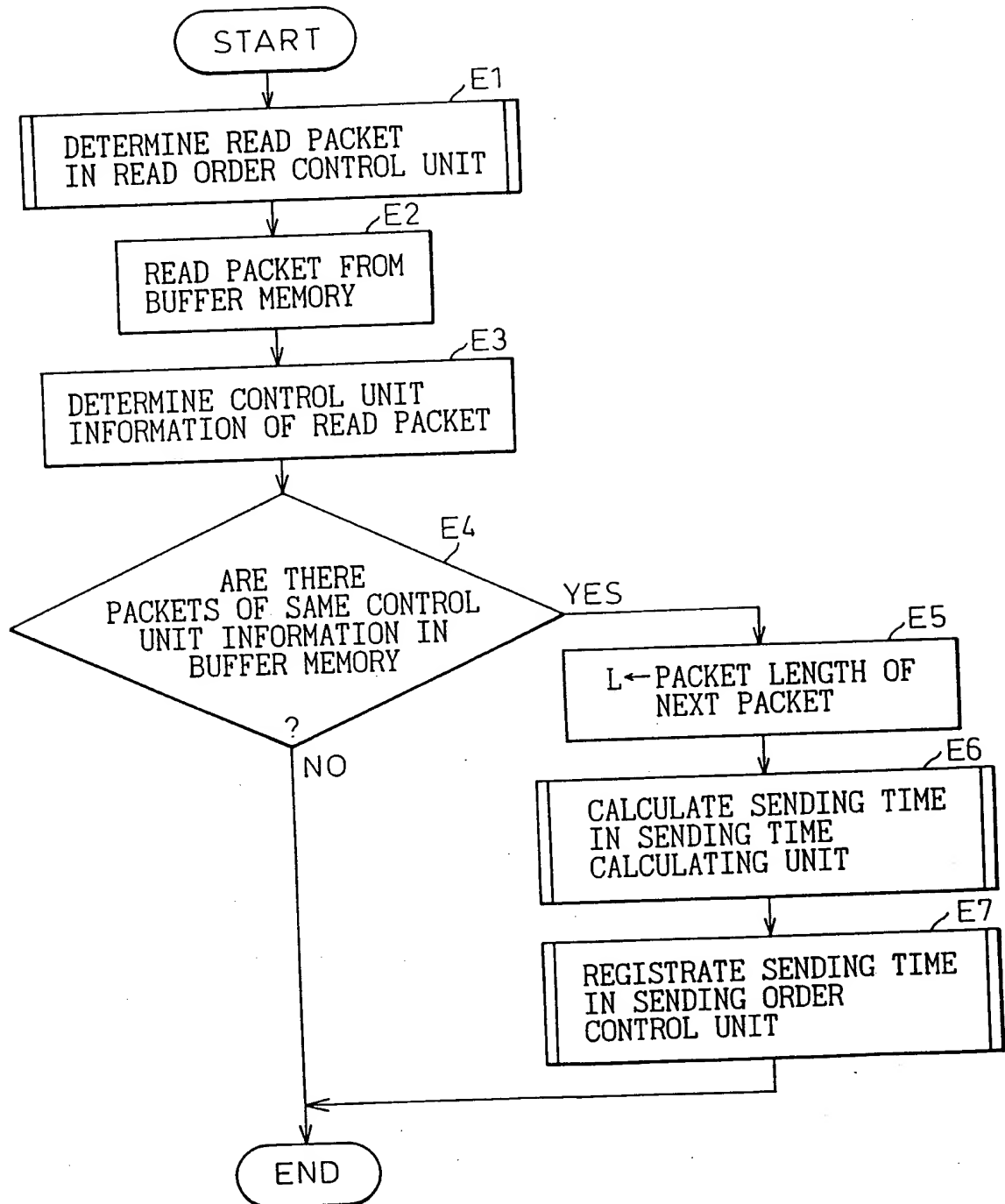


```

graph TD
    START([START]) --> D1[D1]
    D1[WRITE ARRIVED PACKET  
TO BUFFER MEMORY] --> D2[D2]
    D2[DETERMINE CONTROL  
UNIT INFORMATION  
OF ARRIVED PACKET] --> D3{D3  
ARE THERE  
PACKETS OF SAME CONTROL  
UNIT INFORMATION IN  
BUFFER MEMORY}
    D3 -- NO --> D4[D4]
    D4[L ← PACKET LENGTH OF  
ARRIVED PACKET] --> D5[D5]
    D5[CALCULATE SENDING TIME  
IN SENDING TIME  
CALCULATING UNIT] --> D6[D6]
    D6[REGISTRATE SENDING TIME  
IN SENDING ORDER  
CONTROL UNIT] --> END([END])
    D3 -- YES --> END
  
```

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Fig.13



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Fig.14

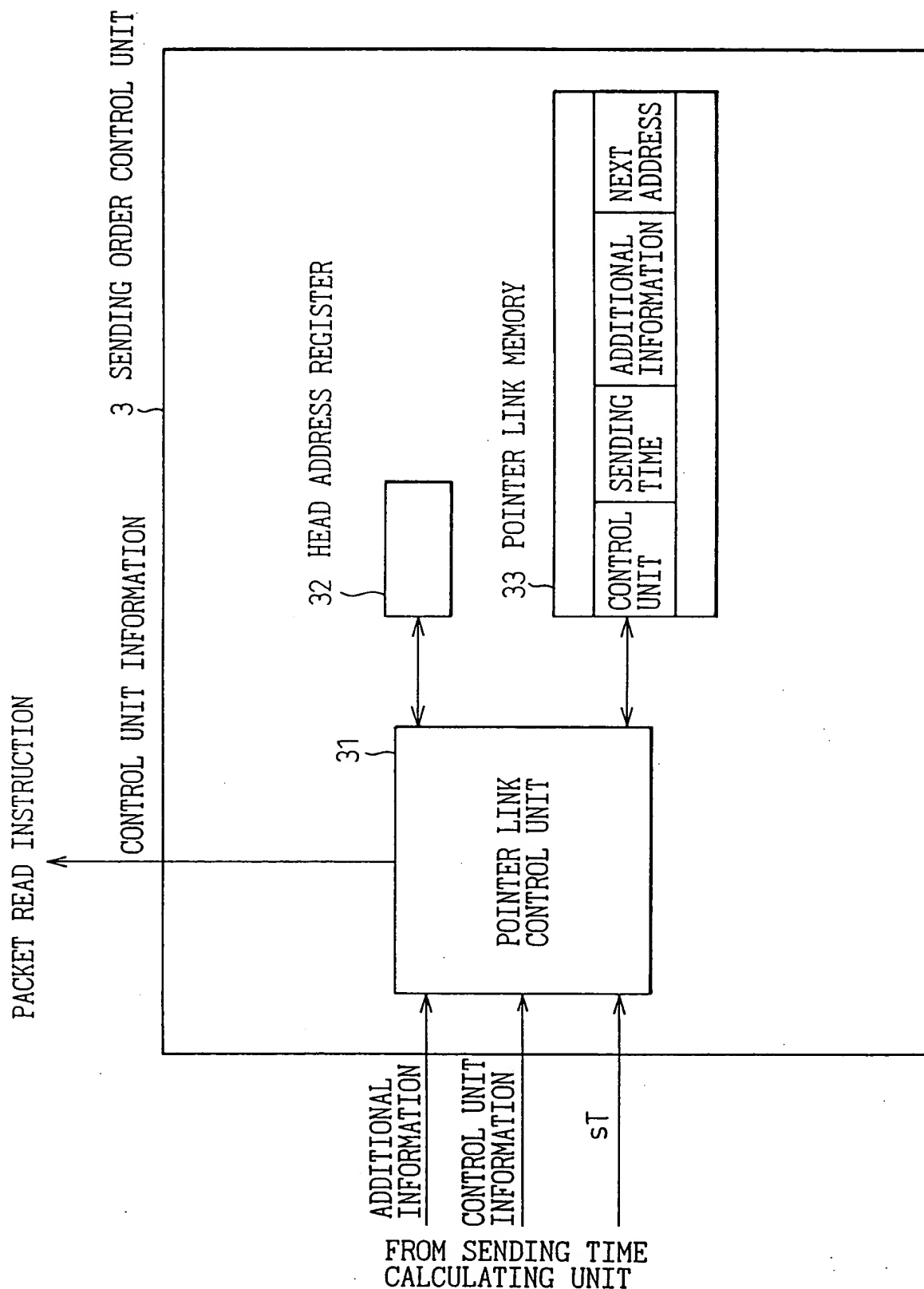


Fig. 15

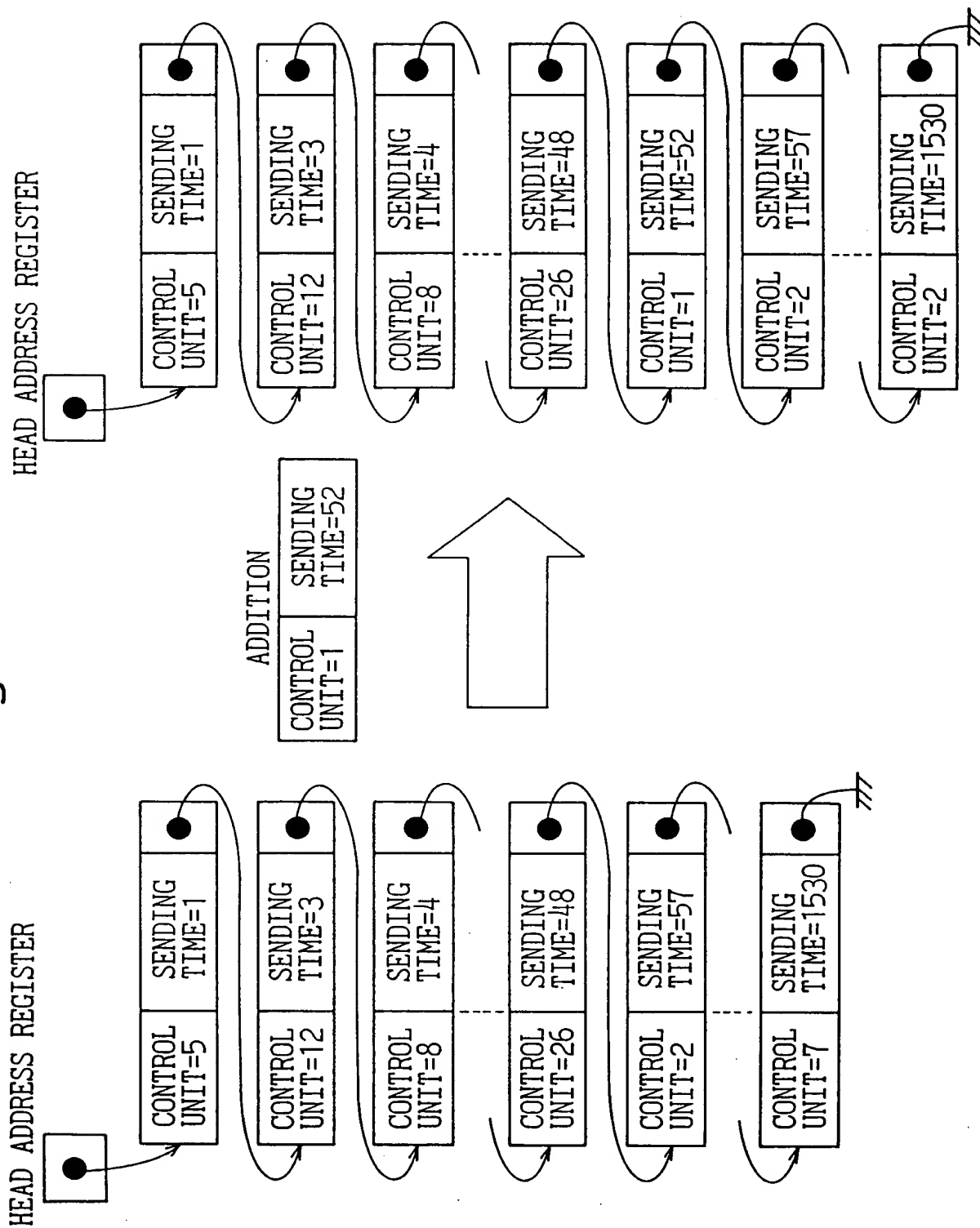


Fig.16

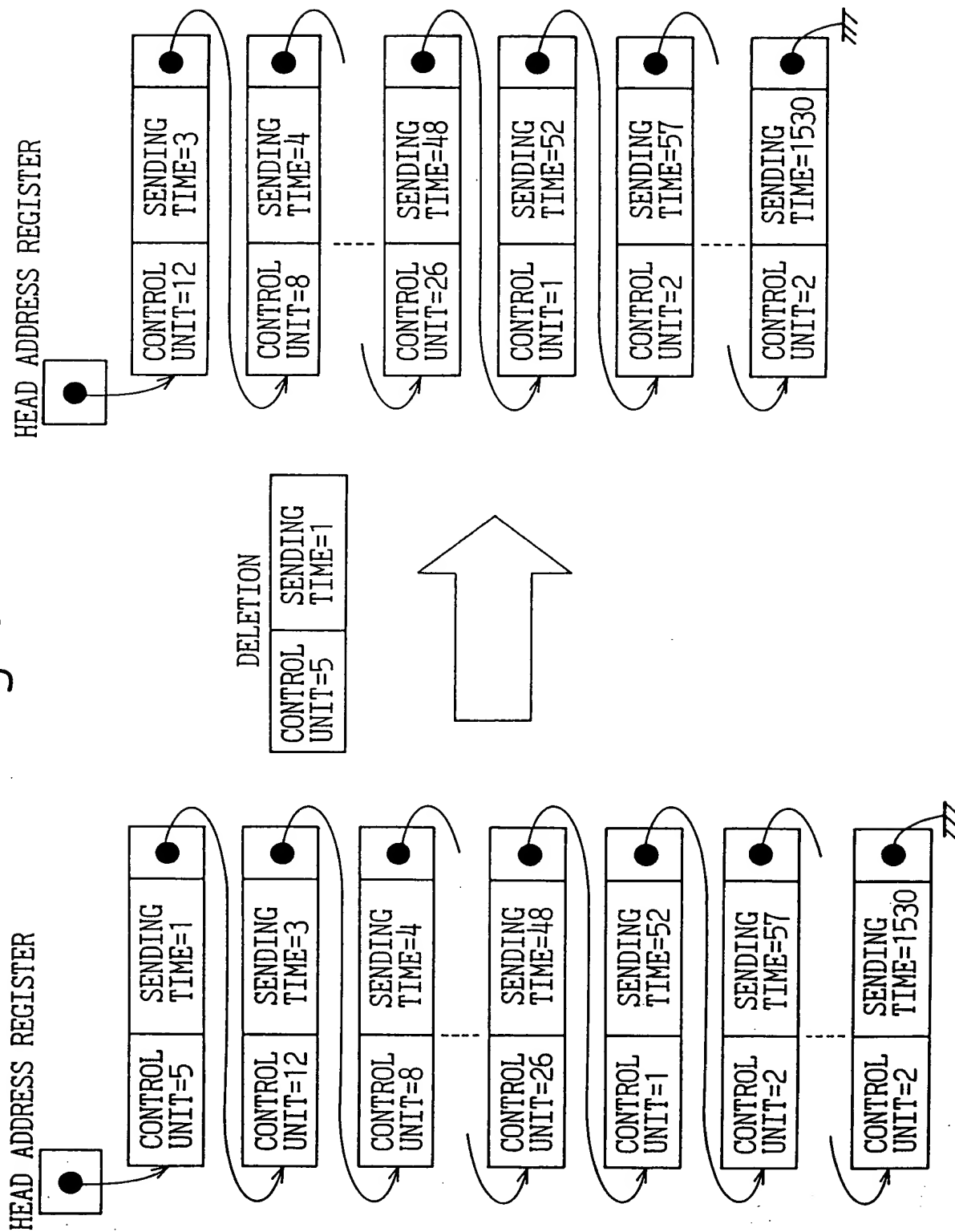
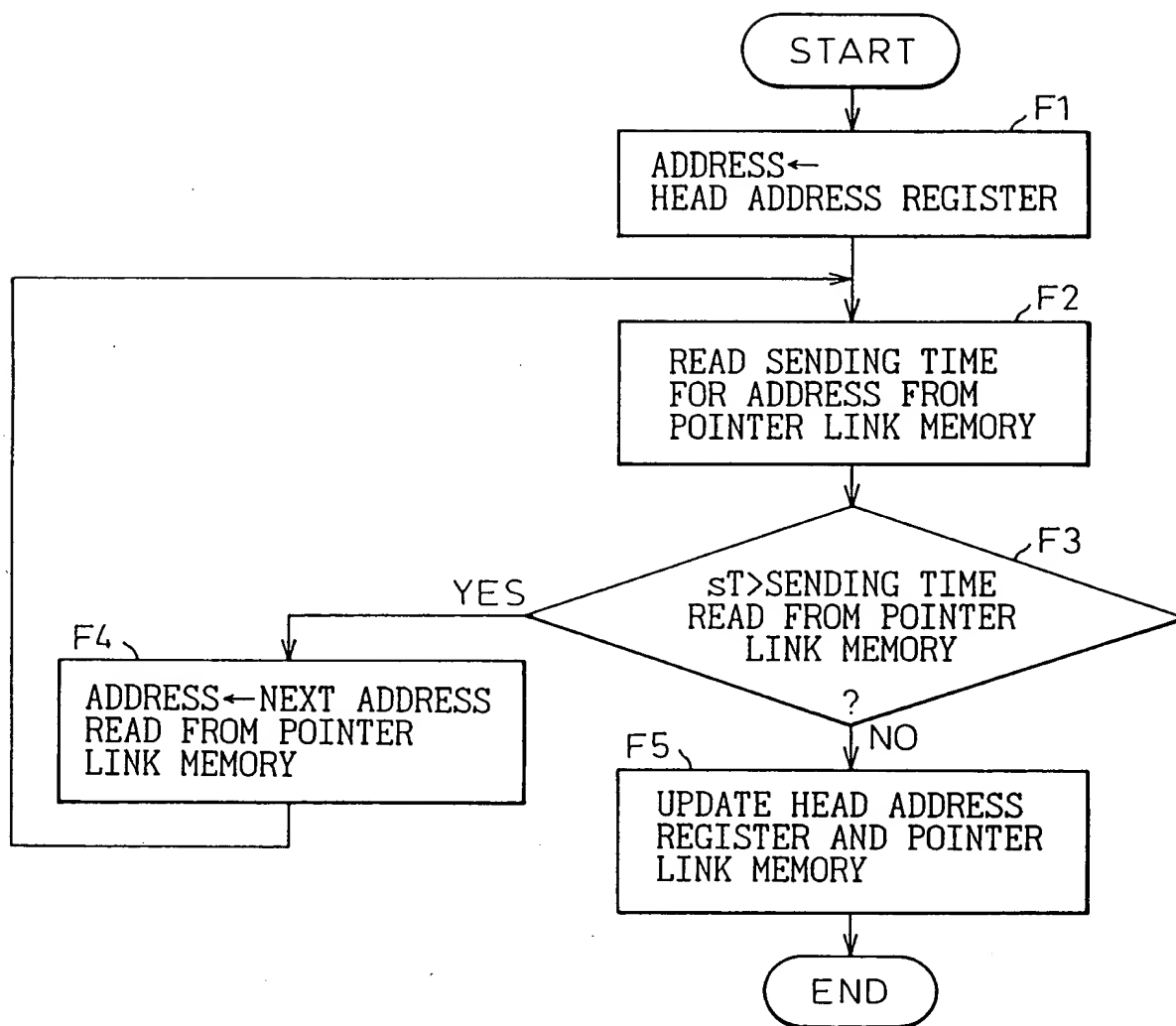


Fig.17





START

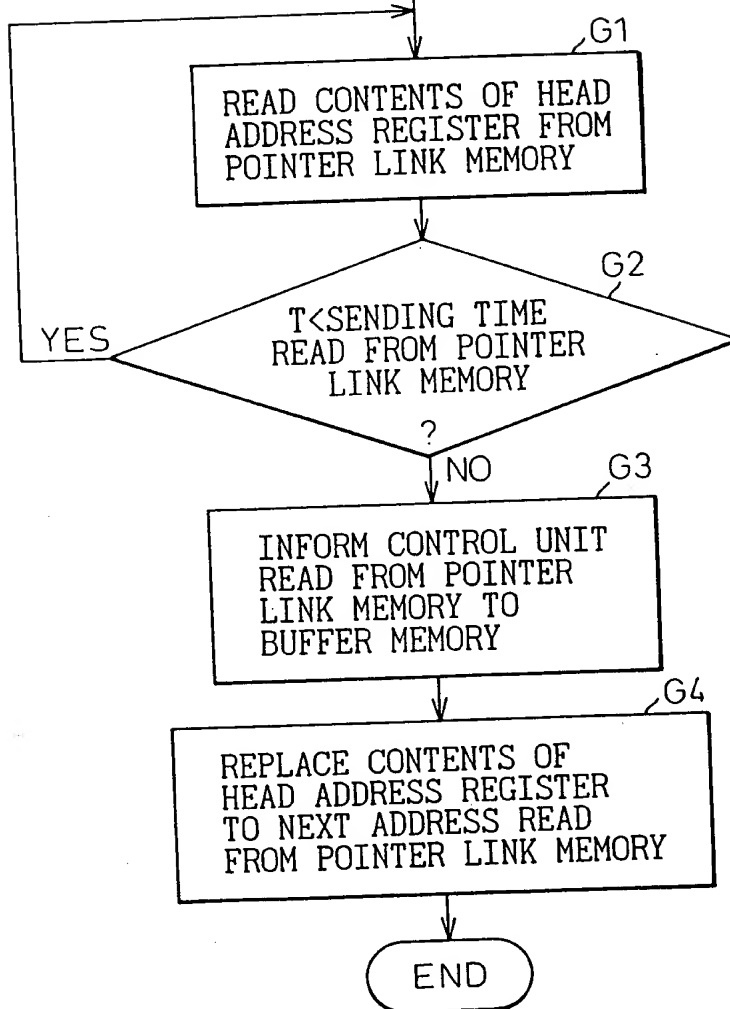


Fig.19

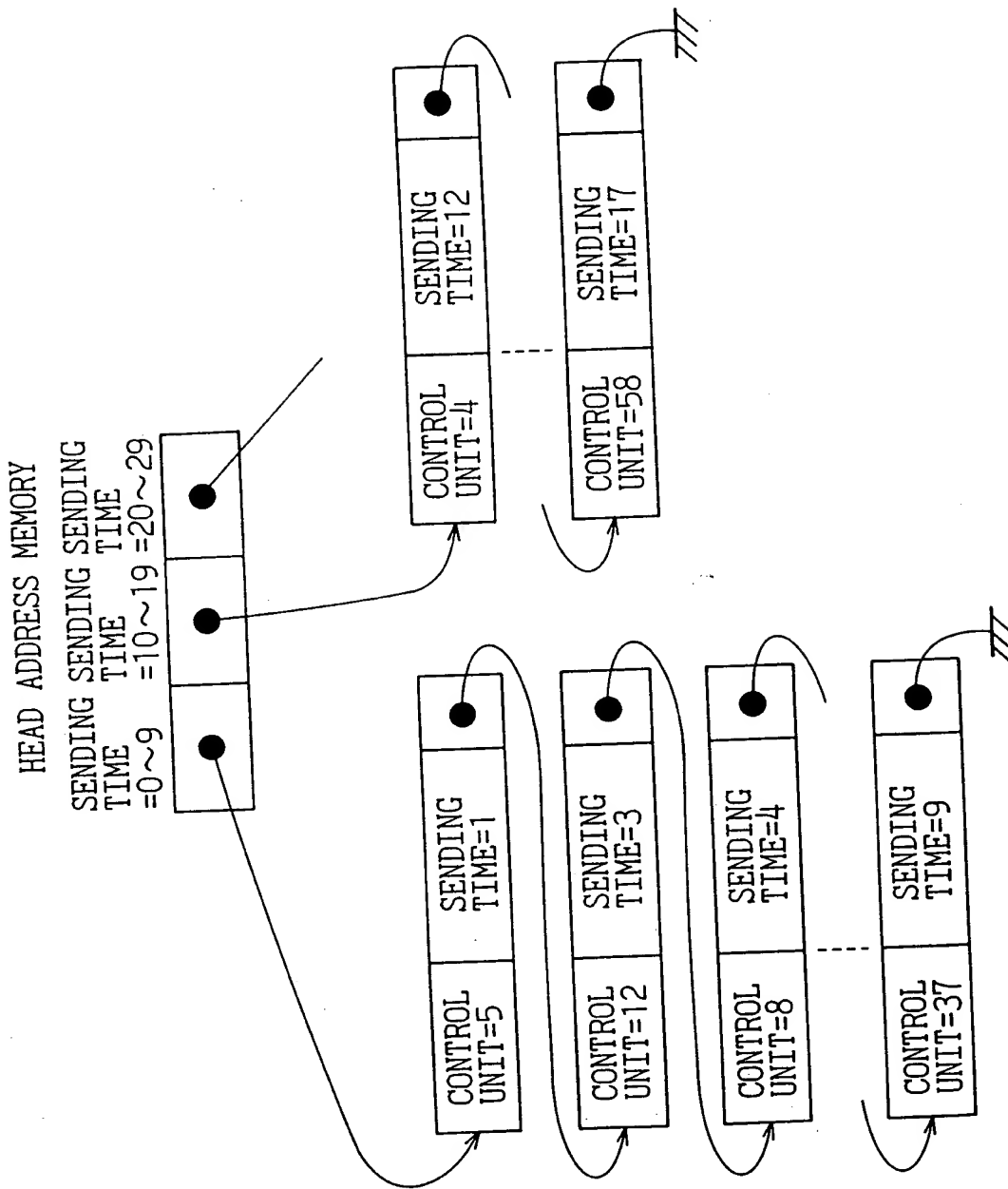


Fig. 20

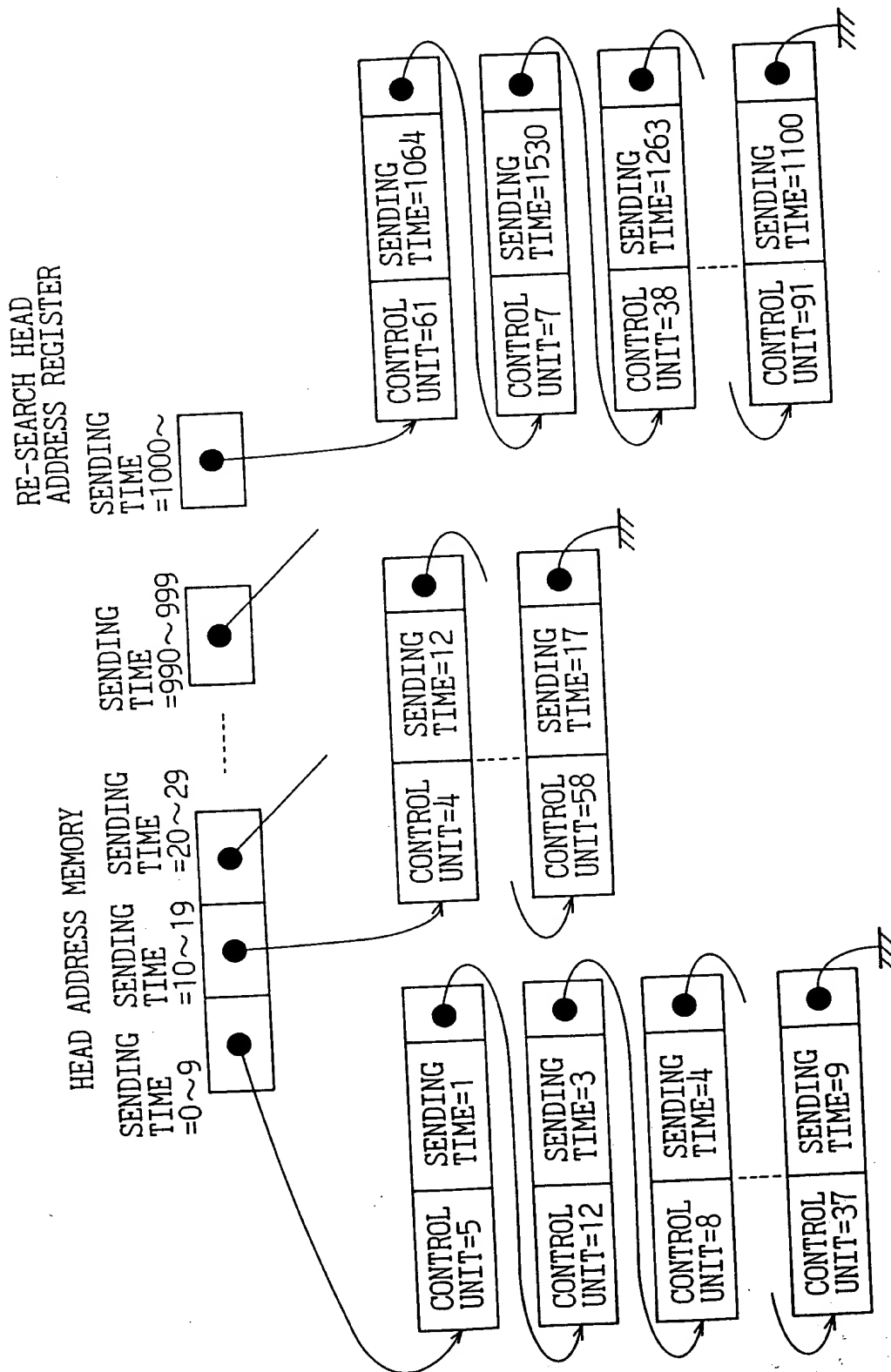
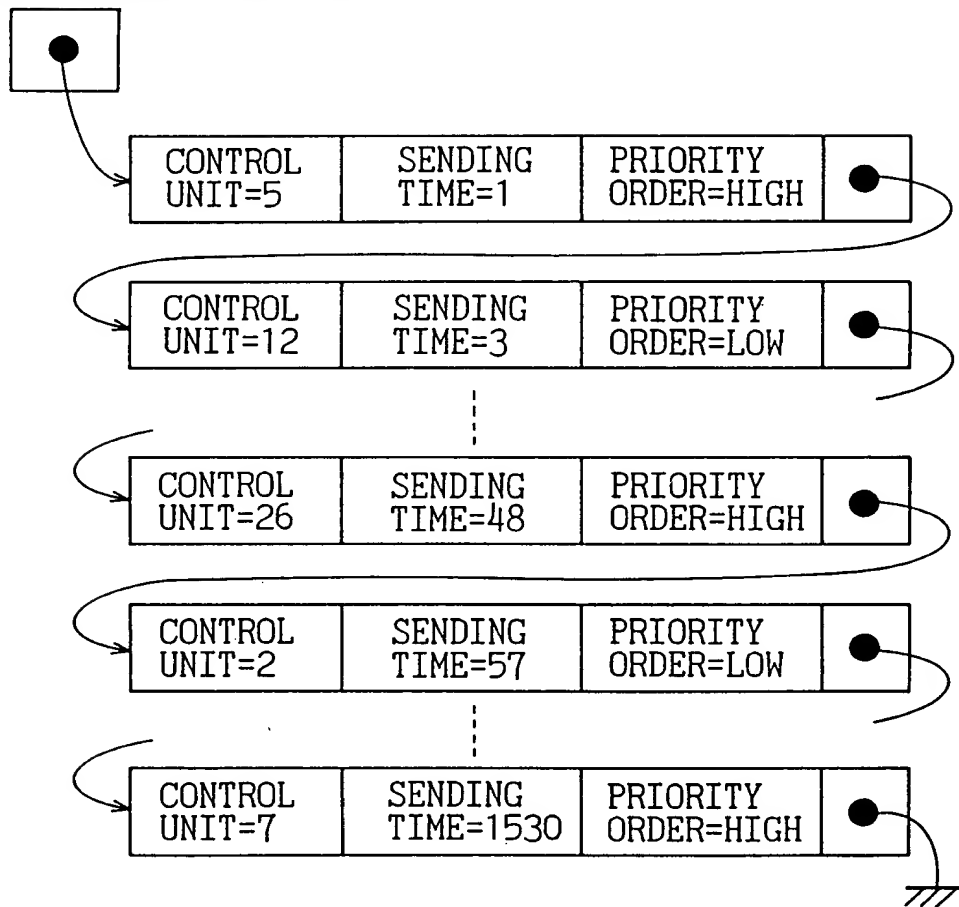


Fig.21

HEAD ADDRESS REGISTER



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## HEAD ADDRESS REGISTER

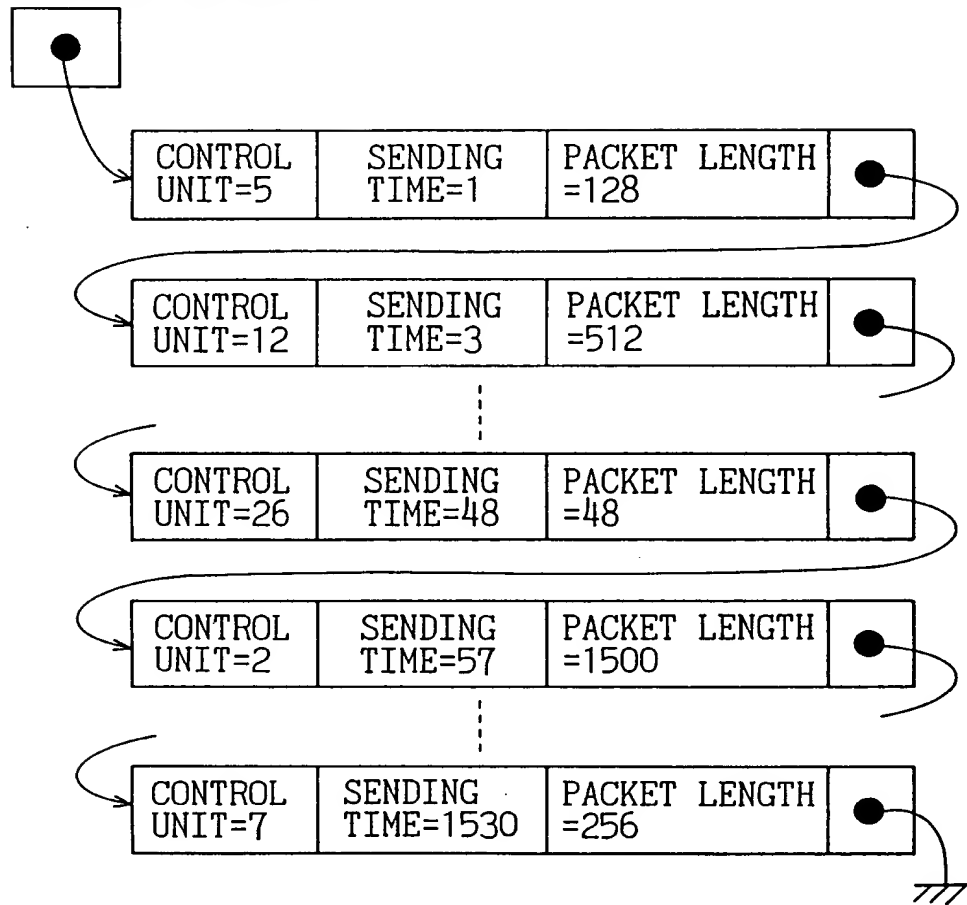
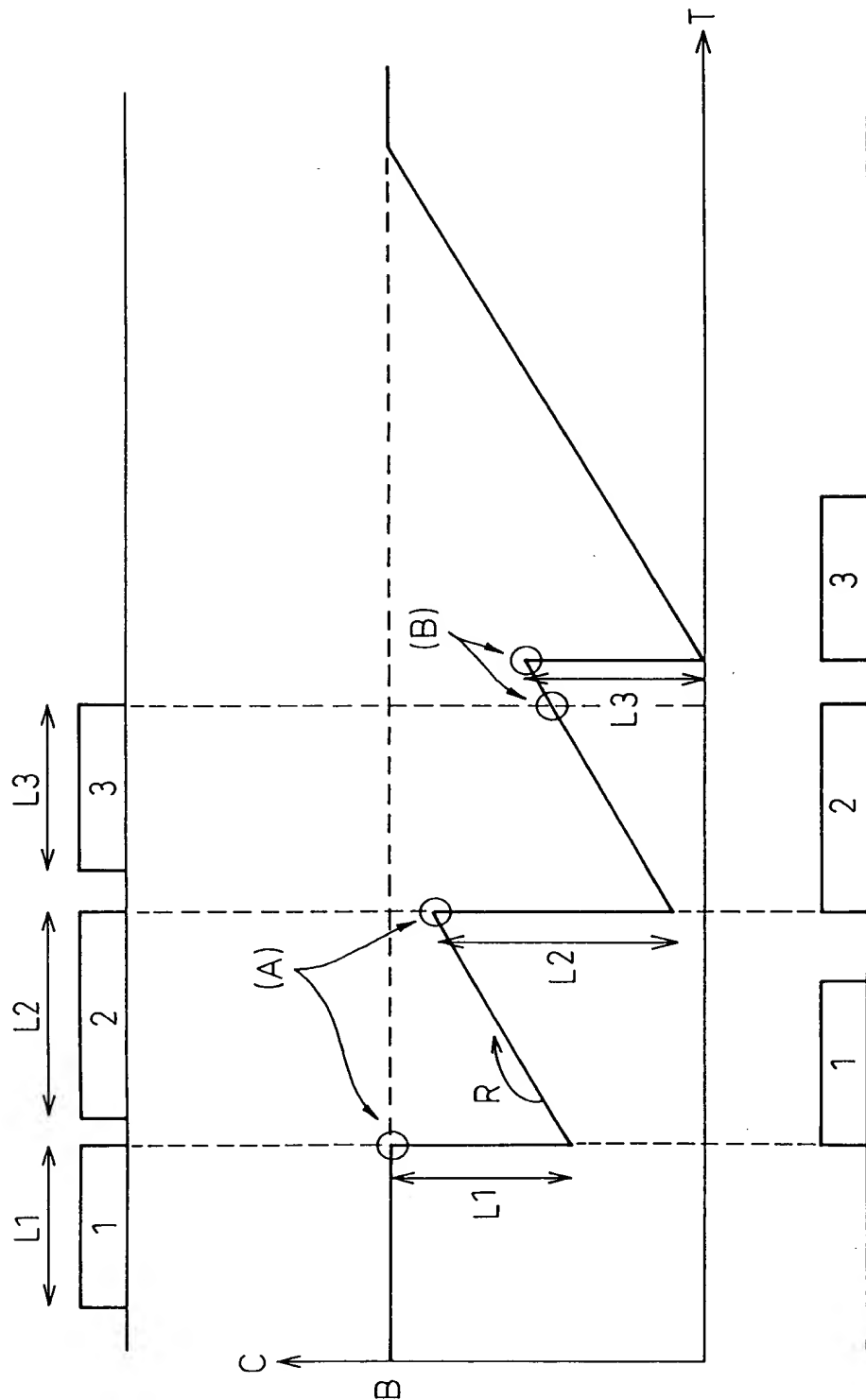


Fig.23 PRIOR ART



- (A): SEND PACKETS 1,2 IMMEDIATELY, SINCE COUNTER VALUE IS LONGER THAN PACKET LENGTH.
- (B): SEND PACKET 3 WHEN COUNTER VALUE IS  $L_3$ , SINCE COUNTER VALUE IS SMALLER THAN PACKET LENGTH.